

SUPER VEHICLE-001

METAL SLUG

TM

ANTHOLOGY

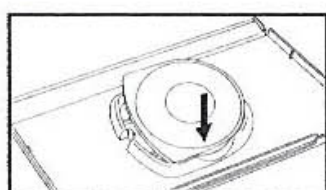


IGNITION
entertainment

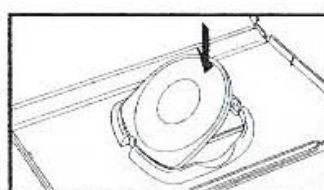
SNK
PLAYMORE

PRECAUTIONS

This disc contains game software for the PSP® (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP® system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP® system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

PARENTAL CONTROL

This PSP® (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP® system to restrict the playback of a PSP®Game with a Parental Control Level that is higher than the level set on the PSP® system. For more information, please refer to the PSP® system Instruction Manual.

ULES-00530

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PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



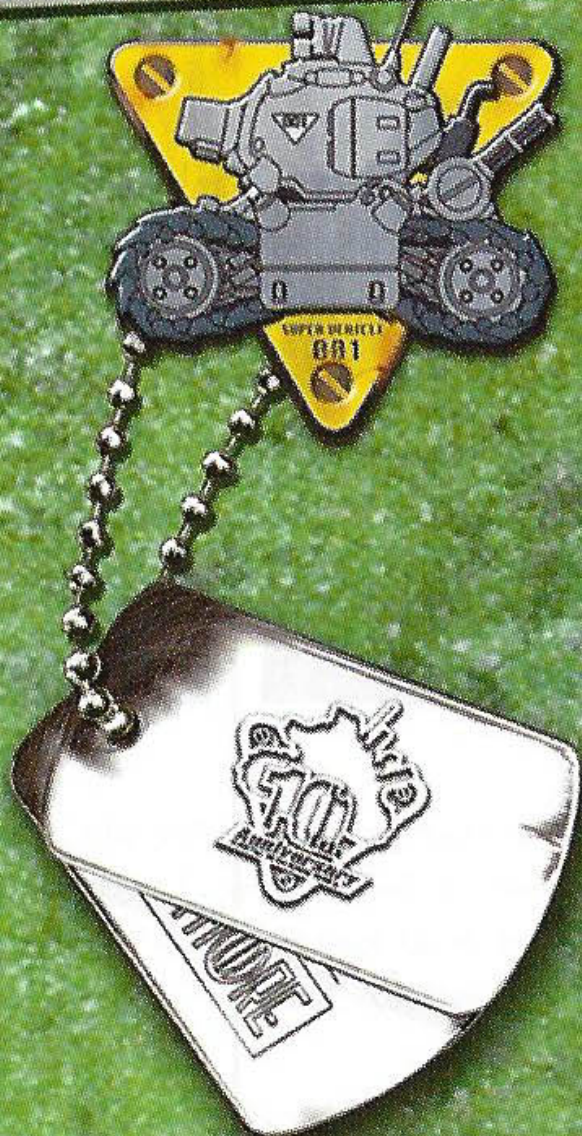
DISCRIMINATION

For further information visit <http://www.pegi.info>

PARENTAL CONTROL LEVEL

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+





SUPER VEHICLE-001 **METAL SLUG**

ANTHOLOGY



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A SPECIAL MESSAGE FROM SNK PLAYMORE

Thank you for buying METAL SLUG Anthology. We are very proud to bring you this collection, which consists of 10 years of METAL SLUG. From the games themselves to MP3s and rare artwork, we're sure you're going to agree this is the most complete collection ever made of one of the greatest arcade games ever made. Be sure to read this instruction manual thoroughly before you start playing. We don't want you to miss a thing.

© SNK PLAYMORE METAL SLUG is a registered trademark of SNK PLAYMORE CORPORATION. Please note: METAL SLUG Anthology was under development at the time this manual was written. The game contents are subject to change without any notice.

GETTING STARTED

Set up the PSP® system according to the instructions in its instruction manual. Turn the PSP® system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the Metal Slug Anthology™ disc with the label side facing the rear of the PSP® system and then securely close the disc cover.

Select the  icon from the Home Menu and then select the  icon. An image of the software will be displayed. Select the image and press the  button to commence loading.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP® system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.



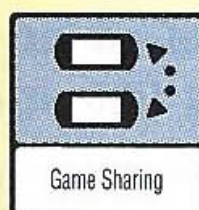
WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP® systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP® systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP®Game in their PSP® system.



INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP® system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP® system Instruction Manual.

THE HISTORY OF METAL SLUG

In 1996 an arcade legend was born with the release of METAL SLUG: Super Vehicle 001 on the NEO-GEO MVS arcade system. The military themed side-scrolling platform game known for its sense of humor and hilarious cartoon style, mixed with extremely fluid hand-drawn animation and fast paced two-player action proved popular to a decidedly wide audience. Based on this success, SNK would go on to develop and publish seven more METAL SLUG sequels.

Fast-forward 10 years and the worldwide popularity of the franchise has seen many iterations across multiple platforms through the years. From Arcades to the PlayStation®2 to cell phones and now the PSP®, METAL SLUG has made an impression on gamers that will last a lifetime. We even bet you can still find an original METAL SLUG arcade unit in a local pizza shop or any other place that still has arcade games.

METAL SLUG - DISCOGRAPHY

Note: Although a platform is listed, the game may not have been released in a specific territory.

Arcade & Console

- 1996 — Metal Slug: Super Vehicle 001 (NEO-GEO MVS & AES, NEO-GEO CD, PlayStation®, Sega Saturn)
- 1998 — Metal Slug 2 (NEO-GEO, NEO-GEO CD)
- 1999 — Metal Slug X (NEO-GEO, PlayStation®)
- 2000 — Metal Slug 3 (NEO-GEO, PlayStation®2)
- 2002 — Metal Slug 4 (NEO-GEO, PlayStation®2)
- 2003 — Metal Slug 5 (NEO-GEO, PlayStation®2)
- 2006 — Metal Slug 6 (Atomiswave)
- 2006 — Metal Slug (PlayStation®2)
- 2006 — Metal Slug Anthology (PlayStation®2, PSP®) NEO-GEO

Pocket Color

- 1999 — Metal Slug: 1st Mission
- 2000 — Metal Slug: 2nd Mission Game Boy Advance
- 2004 — Metal Slug Advance

Mobile

2004 — Metal Slug Mobile

2004 — Metal Slug STG

2005 — Metal Slug Mobile: Impact

2005 — Metal Slug: Allen's Battle Chronicles (Part 1)

2005 — Metal Slug Survivors

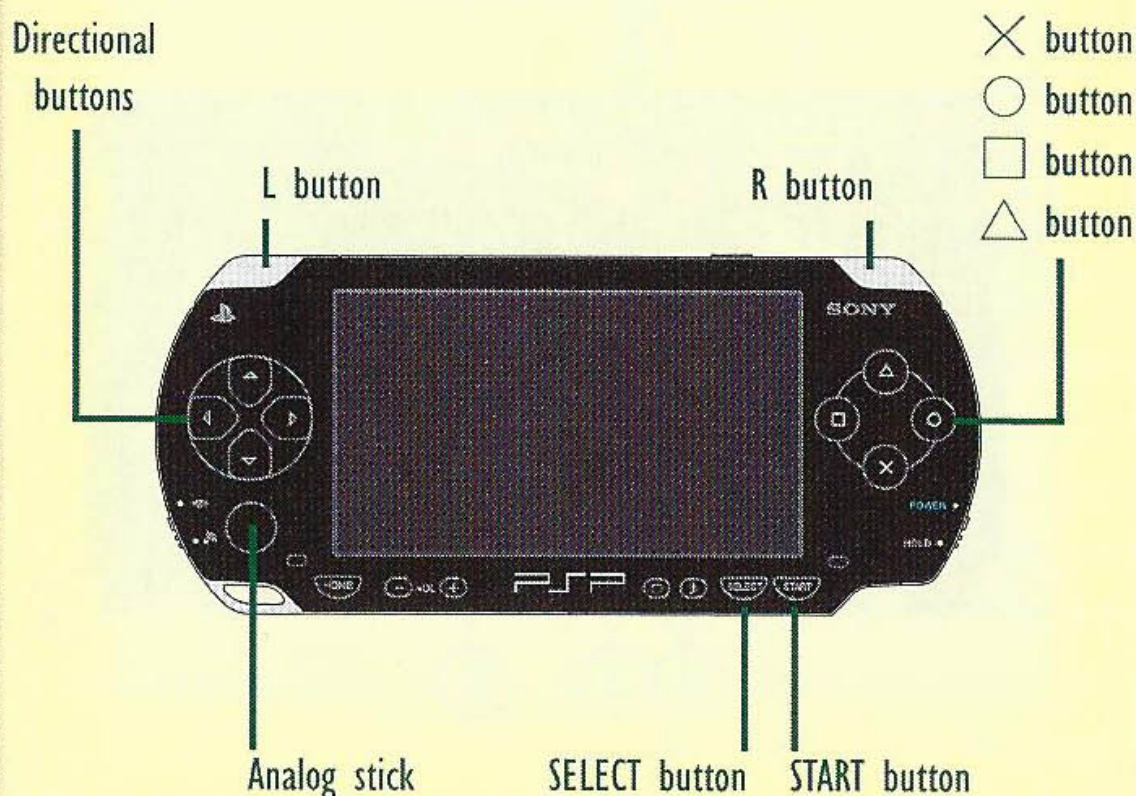
BEGINNING THE GAME

Press the **START** button at any time to bypass the opening cinematic to access the Main Menu. From this menu you will be able to scroll through and select a **METAL SLUG** game to play, (**METAL SLUG** 1, 2, X, 3, 4, 5, 6) access the Gallery of unlocked items or customize your game in Game Options.

Use the directional buttons  and  to cycle through the entire **METAL SLUG** Anthology list of games. Select a game by pressing the **X** button. Once you've selected a game, you will have the option of either playing a single player game or you can host/join a game wirelessly via the **PSP®** system's Ad Hoc mode. (Please see page 12 for more information on wireless play.) In single-player mode you will be taken to the selected game's title screen. Press the **START** button to begin the game.

CONTROLS

Note: These following are the default controller settings. Please see the Control Options in Game Options to customise your controls.



×Jump / confirm selections
 ○Throws grenades / cancel selections
 △METAL SLUG attack
 (METAL SLUG 4,5,6 only)

□Shoot / attack
 R buttonNot used
 L buttonNot used
 × + □METAL SLUG attack
 (METAL SLUG 1,2,X,3 only)

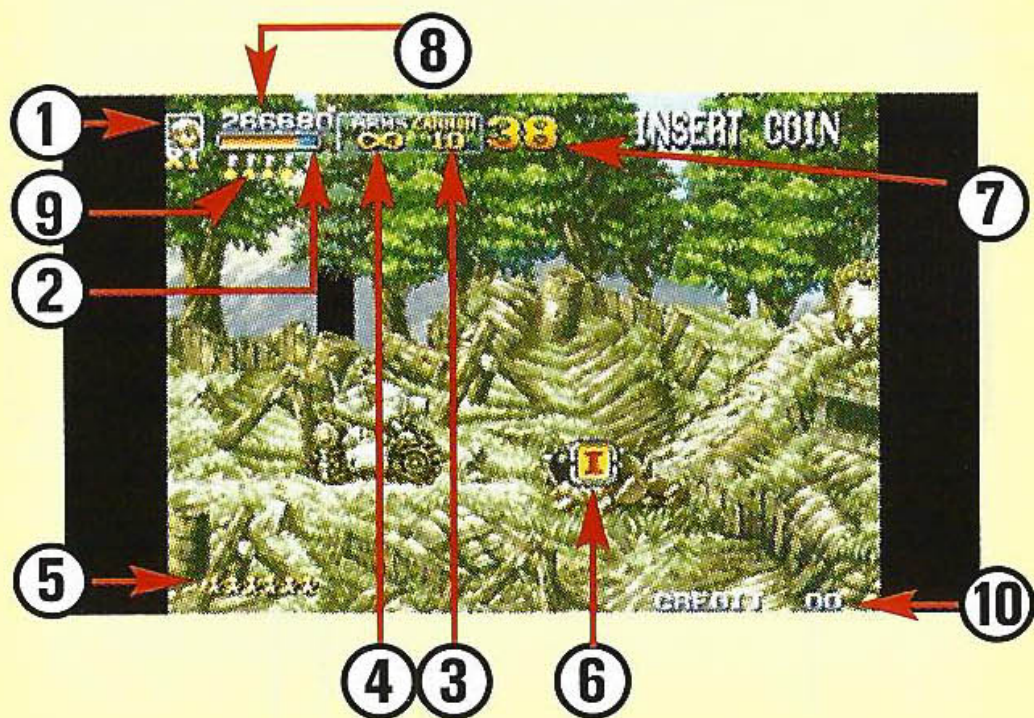
STARTStarts the game
 SELECTCalls up the Pause Menu
 Analog stickMoves your character
 Directional buttons.....Moves your character

ADDITIONAL CONTROLS ONLY FOR METAL SLUG 6

R buttonWeapon switch
 ○ + △Throw your currently equipped weapon
Note: Must have at least the default amount of ammo your character gets from a weapon powerup.

□ + △Use alternate melee attack
 □ + △ + ↑Use alternate melee attack
 (Clark and Ralf only)

THE GAME SCREEN



1. Character Panel Displays face of character in use.
2. Slug Gauge Shows the health status of your acquired Slug vehicle. Also used to countdown the time remaining in combos in METAL SLUG 4.
3. Explosives Stock Displays the number of remaining grenades and shells.
4. Ammo Stock Displays the remaining amount of ammo. For the handgun, the symbol of infinity (∞) is displayed.
5. Hostage Count Displays the number of hostages rescued
6. Weapons Powerup Pickup item to increase/change weapons
7. Time Displays the remaining time left to complete the level
8. Score Displays your score for the current level
9. Medals Shows the number of medals you've recovered (METAL SLUG 4 only)
10. Remaining Credits Shows the number of continues remaining (you will have 3 tries before 1 credit is used)



PAUSE MENU

At any time during the gameplay you can pause the action by pressing the SELECT button. Use the directional buttons $\leftarrow$ and $\rightarrow$ to adjust the settings and press the START button to save. You will then be asked if you would like to save these settings in your profile.

- Resume Game Resume gameplay
- Game Options Open the Game Options Menu
- Save Game Save your current game
- Return to Main Menu.....Exit the current game and return to the Main Menu
- End Network Game..... Ends your current multiplayer game (multiplayer pause menu only)

GAME OPTIONS



Access the Options Menu from the Main Menu to customize your METAL SLUG Anthology experience. Use the directional buttons  and  select an item and the  button to enter. Also use the START button to save your selections and the  button to cancel.

Control Options:

Customise control settings: Jump, Attack, Grenade, Switch Weapon and Alternate Attack

Audio Options:

Adjust the volume level of the music and sound effects

Display Options:

Adjust the screen brightness and visual mode

Note: There are 3 display options to choose from:

Original pixel, Full screen, and 4:3

Note: Display options are not available for METAL SLUG 6

Profile Options:

Go here to save, load and adjust your personal profile settings:



High Scores

Keeps track of your high scores in every METAL SLUG game.

Difficulty

Change the difficulty level (Easy, Normal, Hard). The number of continues or "credits" is based on your selected difficulty level. The higher the difficulty, the fewer number of continues you will have.

Easy	30 Credits
Normal	20 Credits
Hard	10 Credits

Continues

Choose between Unlimited or Limited continues.

Okay... so you think you've got the "right stuff"? Choose "Limited" and see if you can beat the game with a set number of lives. Special bonus items await the true METAL SLUG champion.

Default Profile Options

Returns your profile to its default settings.

Load Profile

Load a Saved Profile.

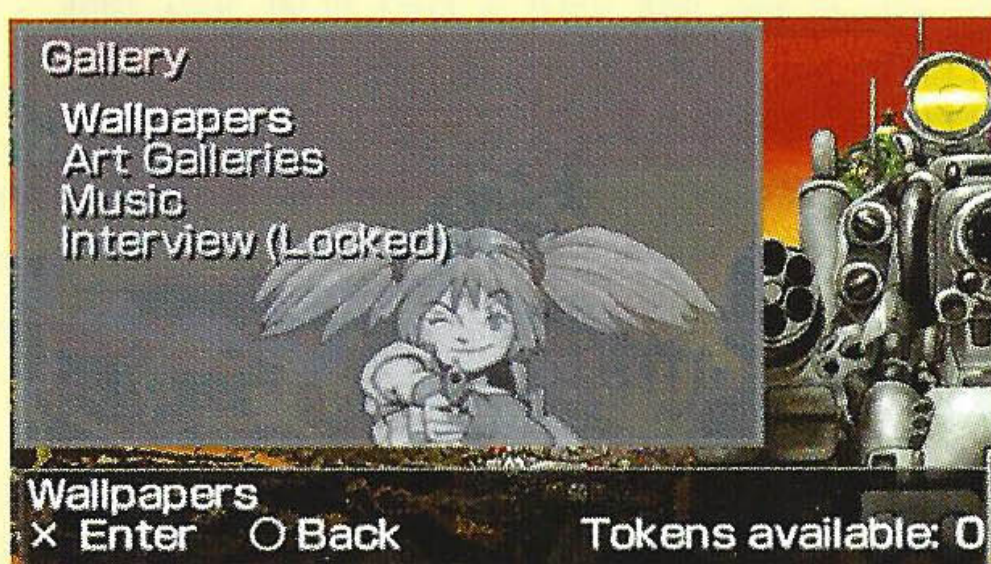
Reset Profile

Resets your profile. All progress and unlocked items will be lost.

Note: The difficulty settings defined in the Profile do not affect METAL SLUG 6. Those settings are determined before the start of the game. Also, the number of credits is set at 15 regardless of selected difficulty. Note: Once you have beaten a game, you can replay that game at any time. Why would you do this?? So you can try to defeat the game on a higher difficulty level to get more tokens.



METAL SLUG GALLERY



Welcome to the METAL SLUG Gallery. The most complete collection of METAL SLUG memorabilia in the world. Redeem the tokens you have acquired to unlock items such as METAL SLUG MP3s, wallpapers, skins, concept art and a text commentary. The Gallery will also keep a running total of your available tokens.

TOKEN SYSTEM



Tokens will be awarded at the completion of each game. The number of tokens received is based on your chosen level of difficulty. The higher the difficulty, the more tokens you will receive. Redeem these tokens at the METAL SLUG Gallery.

Selected difficulty:

- Easy — Completing a game at this difficulty awards you 1 token
- Normal — Completing a game at this difficulty awards you 2 tokens
- Hard — Completing a game at this difficulty awards you 3 tokens

MULTIPLAYER

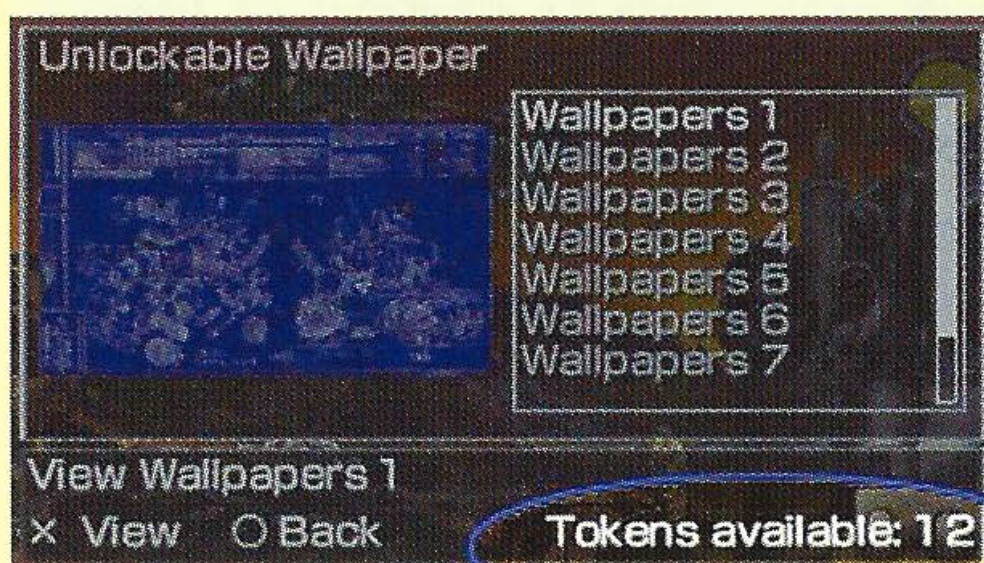


Play cooperatively wirelessly with a friend using the PSP® system's Ad Hoc mode. After selecting a METAL SLUG game to play you have the option of joining a network game or hosting a network game. To host a game: Select "Host Network Game." The hosting player must wait for players to appear in their lobby. To join a game: Select "Join Network Game." Players wishing to join a game must first select the appropriate game and then choose "Join Network Game." Note: The WLAN switch on the PSP® must be turned on to establish a wireless connection. Pausing the game / changing settings during network play: If you pause the game during network play, all connected players' games are paused and darkened and a Pause message will appear in the center of the other player's game screen. Loss of connection / dropping networked players: If a network player is dropped from a game, either by choice or due to network failure, the game in progress on all PSP® systems will be defaulted back to the Main Menu.

This title does not support certain characters used in the PSP® system's Nickname. The replacement character "_" will be displayed.

GAME OVERVIEW

METAL SLUG



Story:

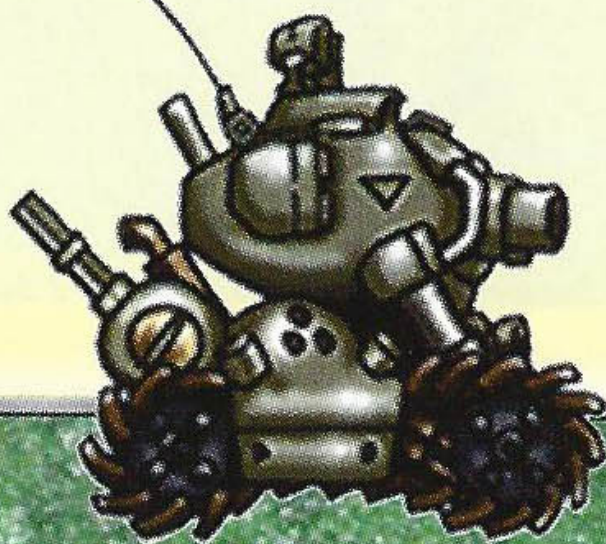
At the beginning of the 21st Century, two military groups known as the Regular Army and the Rebellion are at war. The Regular Army is a government-run military force used for various tasks such as peacekeeping and fending off terrorism. The Rebellion is formed by a group of people whose wishes are to change the world-government into a military controlled one. In 2026, the Rebellion Army launches an assault that pushes the Regular Army forces into the brink of destruction.

No one expected this except for the Rebels who came up with these plans. The fault was mostly in the hands of the division had provided. With superior numbers of troops and weapons, the Rebels overwhelmed the Regular Army in all aspects. Seeing their disadvantage to carry out direct attacks against the Rebellion, the Regular Army then decided to carry out numerous special operations and create certain vehicles to accompany their commandos. Not long after, a newly designed tank, code named "Metal Slug", was forced into production.

The war went on for two years. During those two years, the Regular Army has been stockpiling the "Metal Slug" tanks in their caches with hopes to launch a massive assault against the Rebels and end the war. Things went well until 2028. The Rebellion forces found out and captured many of the caches, along with many of the tanks in them intact. Without those tanks the Regular Army could not even hope to win. And with those tanks under the Rebel control, it was just a matter of time until their demise. With the government and the military in shambles, Lieutenant Rossi gathers up most of the scattered Regular Army troops he can muster to launch a desperate counterattack. Their mission objective: recapture the stolen vehicles and use them to destroy the opposition. If the vehicles can't be captured, then destroy every last one of them.

Characters:

Marco Rossi and Tarma Roving



METAL SLUG 2



Story:

General Morden, the antagonist from the first game is back once more with his army, bent on taking over the world. It is up to the Peregrine Falcon squad to once again save the day, who are now joined by two new female characters: Eri and Fio. As the levels unfold, it turns out that Morden made a pact with the Devil, when he made an alliance with aliens to help facilitate his domination plans. Eventually the tables are turned when Morden comes under attack. An ad-hoc alliance is formed between the Peregrine Falcon squad to combat the greater alien threat.

Characters:

Marco Rossi, Tarma Roving, Eri Kasamoto and Fio Germi

METAL SLUG X



Story:

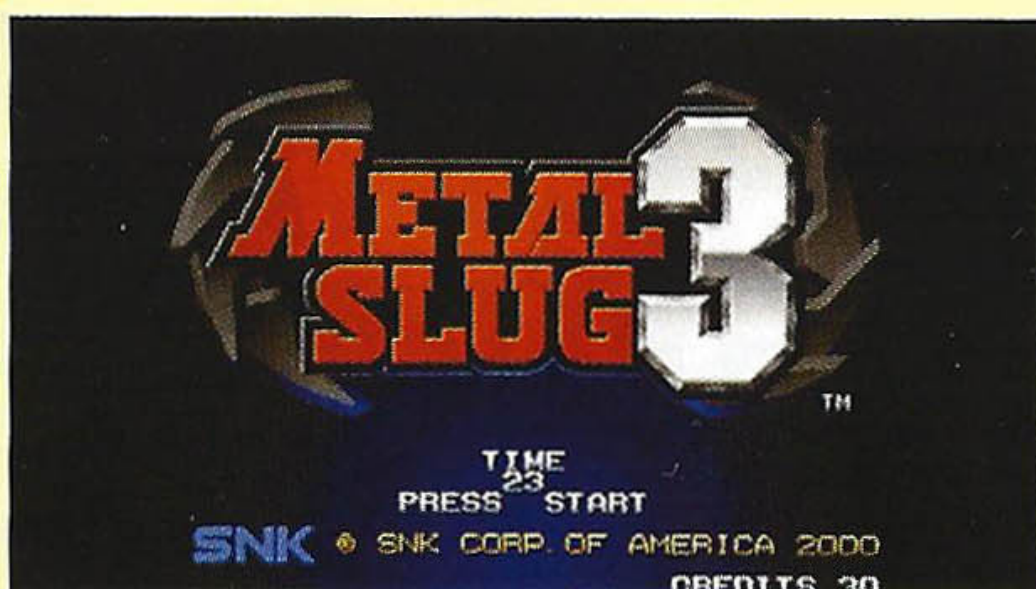
Originally released to improve upon some technical issues found in Metal Slug 2, this update also implemented several changes to beef up the gameplay, such as new enemies, a different end boss layout and a number of new weapons and secrets. The result is a better game and one of the finest chapters in this series.

Characters:

Marco Rossi, Tarma Roving, Eri Kasamoto and Fio Germi



METAL SLUG 3

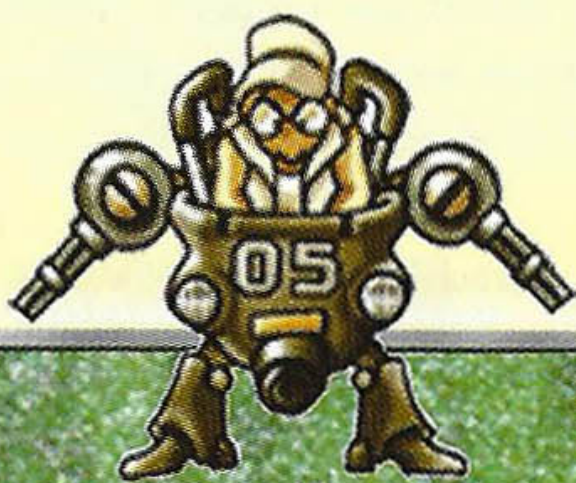


Story:

The rebellion orchestrated by General Morden to bring about a new global regime is now ancient history. Order and peace have returned to the world. Secretly, Morden was brought back into power and was attempting another Coup d'état, but government forces got wind of the plot beforehand and pre-empted the impending assault with a blitz attack. Marco and Tarma, of the Peregrine Falcon Strike Force and instrumental in quashing Morden's rebel forces in the past, are ordered to lead the team (after their earlier requests for resignation were denied) As General Morden is beaten, the government forces discover that this was not the real General Morden but an imposter. Although General Morden has been written off as "missing" and his followers have hidden themselves throughout the world, Marco and Tarma's orders are to destroy the remaining rebel strongholds, one by one. Throughout the furious fighting against the holdouts, Marco and Tarma cannot help but suspect Morden's involvement in this new evil plan for world domination. Meanwhile, the Sparrows, a special strike force within the government intelligence agency, have come across a series of strange events running parallel to the Peregrine's pursuit of General Morden. From trivial abductions of livestock to the disappearance of government bigwigs and the appearance of freakishly large creatures, numerous occurrences with nothing in common point to one grim possibility. General Morden is not the only menace to worry about.

Characters:

Marco Rossi, Tarma Roving, Eri Kasamoto and Fio Germi



METAL SLUG 4



Story:

The world is now trembling under the fear of cyber terror, as the birth of a deadly new computer virus threatens to snatch the main military system out of every country. The virus has been created by the terrorist group known as Amadeus and must be stopped by the four main heroes in the story. They are: Marco Rossi, an army platoon leader; Fio Germi, a superior director of an Italian secret service; Nadia Cassel, a French Regular Army soldier; and Trevor Spacey, a Regular Army sergeant. The team discovers that Morden is still alive and probably behind Amadeus... Characters: Marco Rossi, Tarma Roving, Nadia Cassel and Trevor Spacey

Characters:

Marco Rossi, Tarma Roving, Nadia Cassel and Trevor Spacey

METAL SLUG 5



Story:

A research installation developing the next generation of Metal Slugs is attacked by unknown forces and a disc containing Metal Slug secrets has been stolen. Ordered to recover the disk, Marco and Tarma follow in hot pursuit. Meanwhile, Eri and Fio, investigating the Ptolemaic Army, a paramilitary syndicate active in archeological

excavation, catch up with them at an ancient ruin, "The Corridor of Fire." The two try to storm and seize the site but are repulsed by the natives and giant Metal Slugs. This incident proves it was the Ptolemaic Army that stole the Metal Slug secrets. The military subsequently launches a second raid by the elite PF Squad and Sparrows on "The Corridor of Fire" to recover the secrets and destroy the syndicate.

Characters:

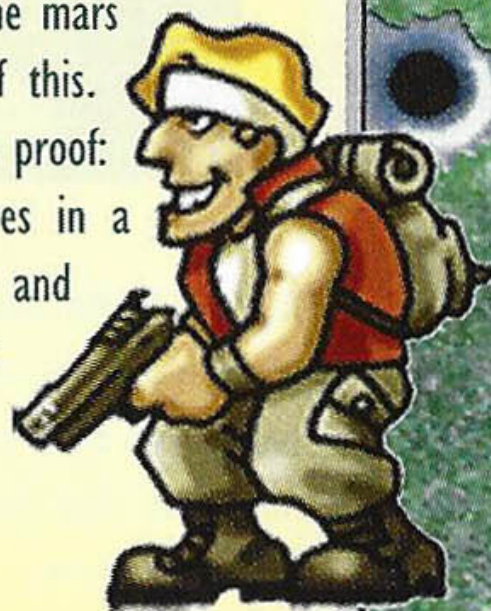
Marco Rossi, Tarma Roving, Eri Kasamoto and Fio Germi

METAL SLUG 6



Story:

A farewell to arms: It was all supposed to have finished with that final battle. Morden's third attempt at world conquest was over. But his whereabouts still remain unknown. But even with the remnants of Morden's army neutralized, our heroes' requests for discharge from the service were still refused. For a brief moment there was peace, but the frequent chatter of late, intercepted by the expanded and consolidated Division of Intel, suggests this peace will not last long. Recent intel includes testimonials from people who have seen UFOs, aliens, and giant creatures. Fortunately, there have been no reports of damage or injury, but one can't help feeling the mars people, or maybe even Morden, are behind all of this. And finally intelligence officers acquired conclusive proof: A group resembling Morden's army hid themselves in a mountainous region and were gathering weapons and building installations. Yet there were still doubts: General Morden's army was nowhere to be seen.



The objectives of the group were unclear, and whether this group was in fact Morden's army remained inconclusive. Although it was concluded that this could not be a military group by any standard, those at HQ, particularly sensitive to anything concerning Morden, however, quickly summoned the usual four: Marco and Tarma from PF Squad and Eri and Fio from S.P.A.R.R.O.W.S. Only moments away from deployment, no one attempted to voice their opinions. They stood face to face with two new but yet somehow familiar faces ready to join their team. "It's not that we don't trust the four of you," the commander spoke, "but word from the top dictates that you'll be working with these two private contractors for this operation." "Ralf Jones here. Let's get this baby done!" "Clark Still. It will be my honour to be of assistance to all of you." With their newly furnished weapons in hand, this new team began their parachute drop into hell. This is the last time!

Characters:

Marco Rossi, Tarma Roving, Eri Kasamoto, Fio Germi, Ralf Jones, and Clark Still





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